

Florida Bay Map Legend

National Park Service
U.S. Department of the Interior

Everglades National Park www.nps.gov/ever





3-6 feet deep. Recommended for boats 23 feet in length or less.



Less than 3 feet deep. Recommended for boats drafting less than 12 inches. Avoid stopping and starting—even shallow boats can "crater" the bottom when getting up on plane.



Shoal or banktop. These areas can be less than 1 foot deep. Poling or trolling motors recommended.



Wilderness Entry. Paddle-in only. Only boats with motor removed from transom allowed beyond these points.



Wilderness. Only boats with motor removed from transom allowed in these waters.



Wildlife Management Area. Closed to any and all entry. Formerly known as the "Crocodile Sanctuary."



Snake Bight Pole/Troll Zone Boundary. Combustion motors may not be used unless in Tin Can Channel, Snake Bight Channel, or the Jimmy's Lake Idle Speed-No Wake Area.



Jimmy's Lake Idle Speed-No Wake Area. Deeper area within Snake Bight Pole/Troll Zone. Combustion motors may be used at idle speed.

Passes & Channels



Black dotted. Extremely shallow, narrow and twisty. Not recommended.



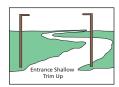
Black. Extremely shallow (16 inches deep or less) and often very hard to read. Use other routes in winter. Only shallow draft boats (1 foot or less) at all times.



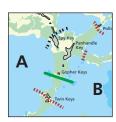
Red. Some portions less than two feet deep and require tight turns. Extra care required to avoid damage to the bottom. Only shallow draft boats (1 foot or less).



Green. Wide channels that are usually deep and easy to read. Good for beginners. Boats drafting more than 18 inches are not recommended.



Channel Mouth & Markers. Size up the channel from a safe distance. Stay on plane and slow down. Channels are shallowest at their entrances and exits, so trim your motor. Enter the channel. If there are two stakes, stay between them. If there is only one stake, stay as close as possible to it. Arrows on the stakes point towards the channel.



Choosing Routes. Use the deepest routes to get to where you're going. For example, to get from A to B, use the wider, deeper channel just south of Gopher Keys, rather than the shallower channel at Twin Keys. Don't run aground, take the long way around. It might cost you 5 minutes, but it will save you from tearing up the sea bottom.